

Transition Parameters

Examples

```
<transition type="Random" time="2"/>
<transition type="Shapes" shapeURL="heart.png" multiplier="2"/>
<transition type="Circle" effect="1" time="1"/>
```

type : Alpha

time : Transition completion time (in seconds)

type : Reveal

direction : Direction of the reveal transition

Possible Values : UP,DOWN,LEFT,RIGHT

UPLEFT,DOWNLEFT,UPRIGHT,DOWNRIGHT

effect : Wipe Effect

Possible Values : 0,1

time : Transition completion time (in seconds)

startAlpha : Initial alpha of the item.

type : Circle

effect : Wipe Effect

Possible Values : 0,1

time : Transition completion time (in seconds)

startAlpha : Initial alpha of the item.

type : RandomBars

subtype : Orientation of the bars.

Possible Values : HORIZONTAL,VERTICAL

amount : Number of the bars.

time : Transition completion time (in seconds)

type : TriangleReveal

subtype : Orientation of the triangles.

Possible Values : HORIZONTAL,VERTICAL

effect : Wipe Effect

Possible Values : 0,1

time : Transition completion time (in seconds)

startAlpha : Initial alpha of the item.

type : Slide

direction : Direction of the slide transition

Possible Values : UP,DOWN,LEFT,RIGHT

time : Transition completion time (in seconds)

startAlpha : Initial alpha of the item.

type : Move

direction : Direction of the move transition

Possible Values : UP,DOWN,LEFT,RIGHT

time : Transition completion time (in seconds)

startAlpha : Initial alpha of the item.

type : Stretch

direction : Direction of the stretch transition

Possible Values : UP,DOWN,LEFT,RIGHT

UPDOWN,LEFTRIGHT,CENTER

time : Transition completion time (in seconds)

startAlpha : Initial alpha of the item.

type : Split

subtype : Orientation of the splitting
Possible Values : HORIZONTAL,VERTICAL
direction : Direction of the split transition
Possible Values : OUT,IN
effect : Wipe Effect
Possible Values : 0,1
time : Transition completion time (in seconds)
startAlpha : Initial alpha of the item.

type : Shapes

shapeURL : URL of the shape image.
rowAmount : Number of rows
multiplier : Final scale of the shape
rotate : Number of full rotations to be performed
direction : Direction of the shape transition
Possible Values : UP,DOWN,LEFT,RIGHT,NONE
time : Transition completion time (in seconds)
startAlpha : Initial alpha of the item.

type : Blinds

subtype : Orientation of the blinds
Possible Values : HORIZONTAL,VERTICAL
amount : Number of blinds
effect : Wipe Effect
Possible Values : 0,1
delay : Delay between blinds
time : Transition completion time (in seconds)
startAlpha : Initial alpha of the item.

type : MultiReveal

direction : Direction of the reveal transition
Possible Values : UP,DOWN,LEFT,RIGHT
time : Transition completion time (in seconds)
startAlpha : Initial alpha of the item.

type : Fade

color : Color to fade (uint)
time : Transition completion time (in seconds)

type : Pixelated

direction : Direction of the pixelate transition
Possible Values : UP,DOWN,LEFT,RIGHT,NONE
time : Transition completion time (in seconds)
size : Max size of the pixelation area

type : Explode

rowAmount : Number of rows
colAmount : Number of columns
velocityXMin : Minimum x-axis velocity
velocityXMax : Maximum x-axis velocity
velocityYMin : Minimum y-axis velocity
velocityYMax : Maximum y-axis velocity
gravity : Gravity

type : Static

time : Transition completion time (in seconds)
smooth : Smoothness of the static (1,2,3....)

type : Sweep

direction : Direction of the sweep transition
Possible Values : UP,DOWN,LEFT,RIGHT

rowAmount : Number of rows

colAmount : Number of columns

effect : Blur Effect

Possible Values : 0,1

time : Transition completion time (in seconds)

subtype : Different combinations

Possible Values : 1,2,3,4

type : Contrast

time : Transition completion time (in seconds)

amount : Strength of contrast

type : Blur

blurX : x-axis blur

blurY : y-axis blur

quality : quality of the blur

time : Transition completion time (in seconds)

type : WaveReveal

direction : Direction of the reveal transition

Possible Values : UP,DOWN,LEFT,RIGHT

amount : Number of waves

time : Transition completion time (in seconds)

startAlpha : Initial alpha of the item.

type : Fan

subtype : Possible Values : 1,2,3,4,5,6,7

amount : Number of times the fan applied (For subtype 7 it is always 1)

time : Transition completion time (in seconds)

type : Roll

direction : Direction of the roll

Possible Values : UPLEFT,UPRIGHT,DOWNLEFT,DOWNRIGHT

time : Transition completion time (in seconds)

startAlpha : Initial alpha of the item.

Random

time : Transition completion time (in seconds)